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SilverHawks

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SilverHawks

BRISSON
KAMBADAIS

DYNAMITE 20

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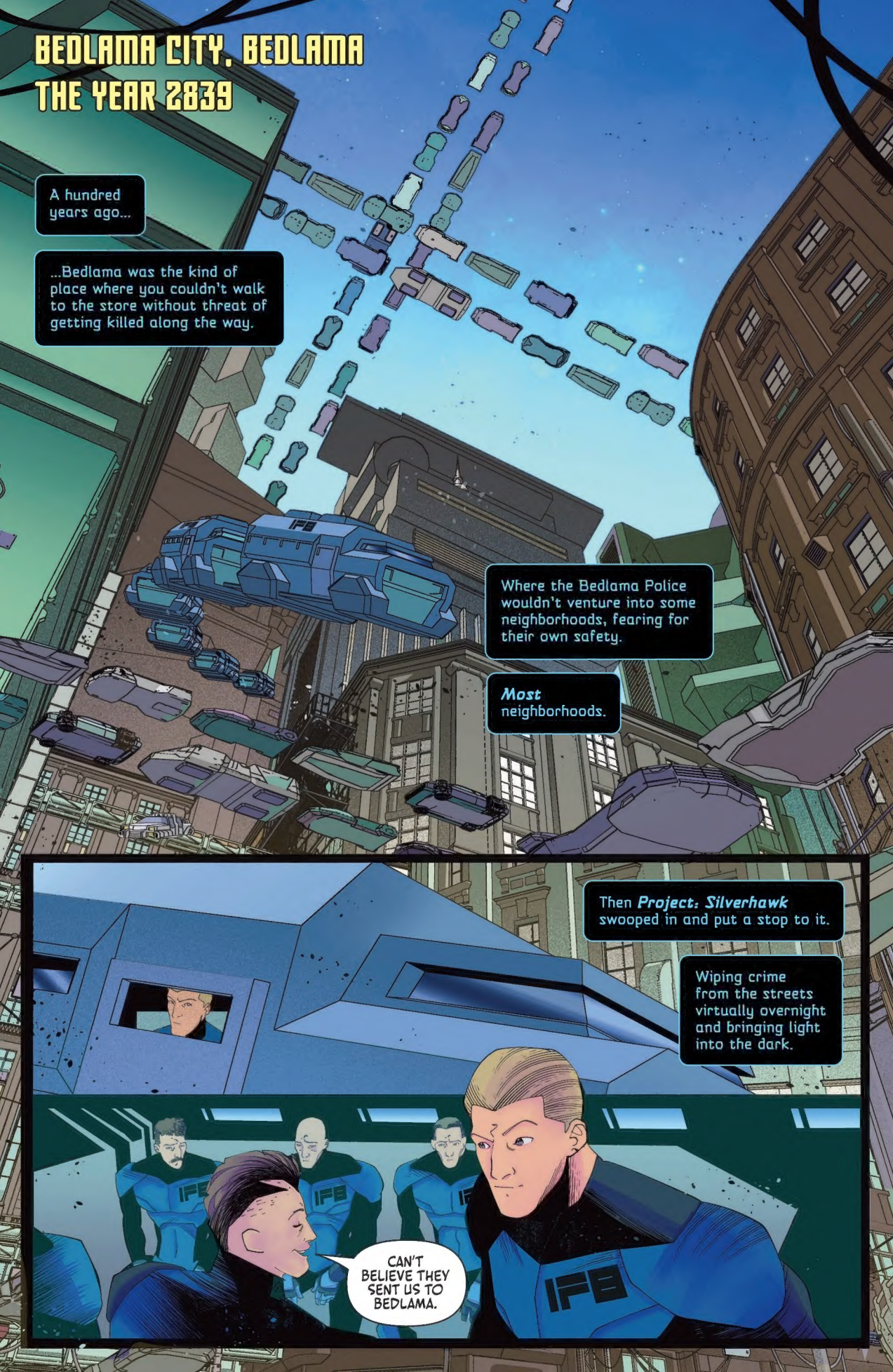
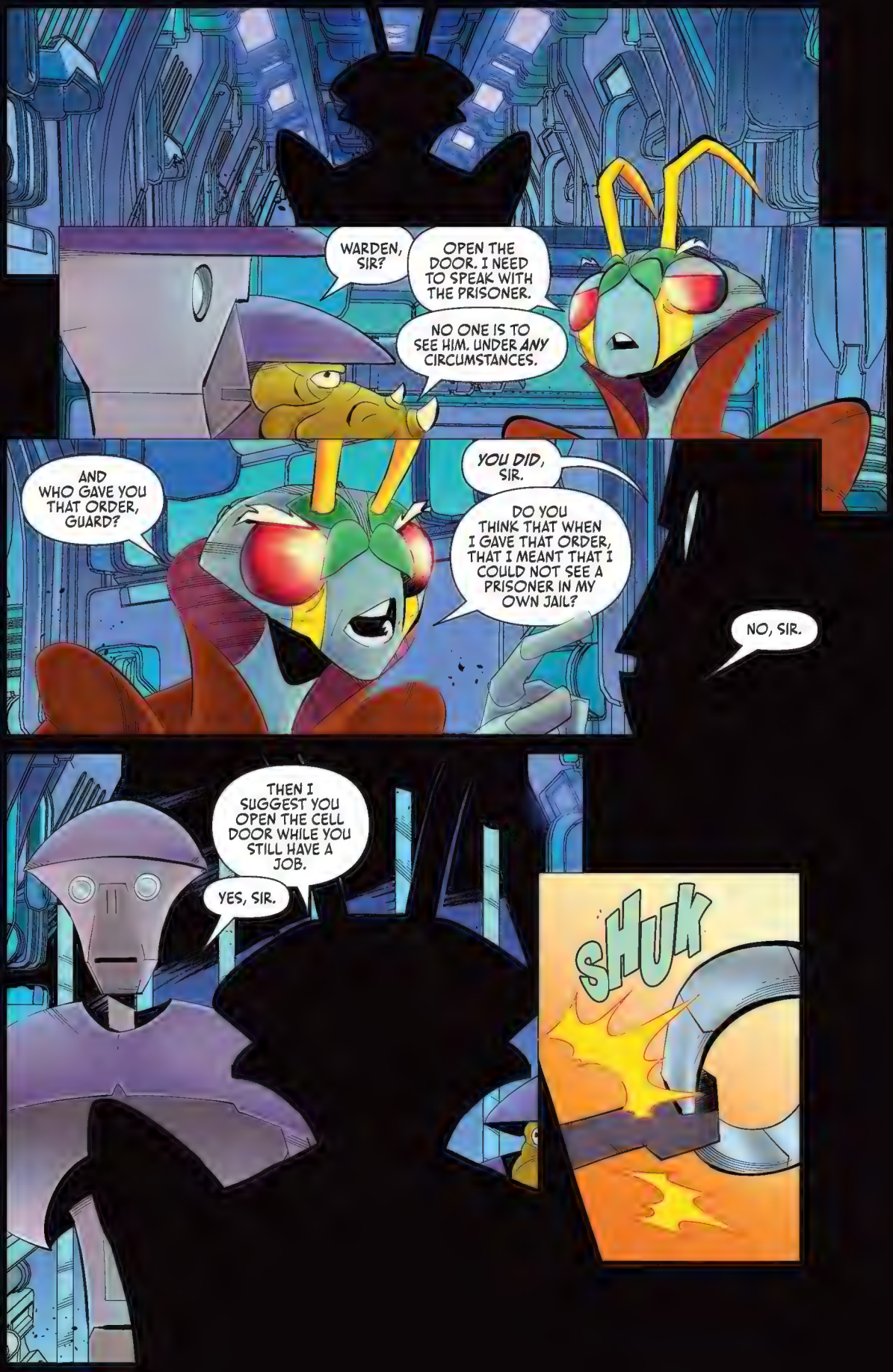

BEDLAMA CITY, BEDLAMA
THE YEAR 2839
A hundred years ago...
...Bedlama was the kind of place where you couldn't walk to the store without threat of getting killed along the way.
Where the Bedlama Police wouldn't venture into some neighborhoods, fearing for their own safety.
Most neighborhoods.
Then *Project: Silverhawk* swooped in and put a stop to it.
Wiping crime from the streets virtually overnight and bringing light into the dark.
CAN'T BELIEVE THEY SENT US TO BEDLAMA.
IFB

It's been a hundred years of peace.
Calm.
Good for the city. Good for the world.
I SWEAR, IF IT'S ANOTHER SHIPMENT OF COUNTERFEIT PURSES...
And it's always a false alarm.
Always a waste of time and resources.
MAYOR'S WIFE BUYS ONE PHONY BAG AND WE'RE UP TO OUR EARS IN PAPER-WORK.
Though, the Bedlama P.D. is now so underfunded, underutilized, that anytime there's even a whiff of a threat, we get called in.
IFB
YOU WANT TO LAY BETS ON WHAT WE FIND THIS TIME, LIEUTENANT QUICK?
BOOTLEG PERFUMES?
OUR INFORMANT SAYS HARDWARE'S BRINGING THROUGH A LARGE SHIPMENT OF WEAPONS.
WE'VE BEEN AFTER HIM SINCE BEFORE I JOINED INTERPLANETARY FORCE 8.
IF THERE'S EVEN A CHANCE THAT WE TAKE HIM DOWN TONIGHT, THEN WE'RE GOING TO TAKE IT.
BUT IF IT IS A SHIPMENT OF BOOTLEG PURSES, THOSE GO TO EVIDENCE, NOT YOUR GIRLFRIEND, PARKER.
LET'S HOPE THE TIP IS GOOD...

PENAL PLANET 10
LIMBO

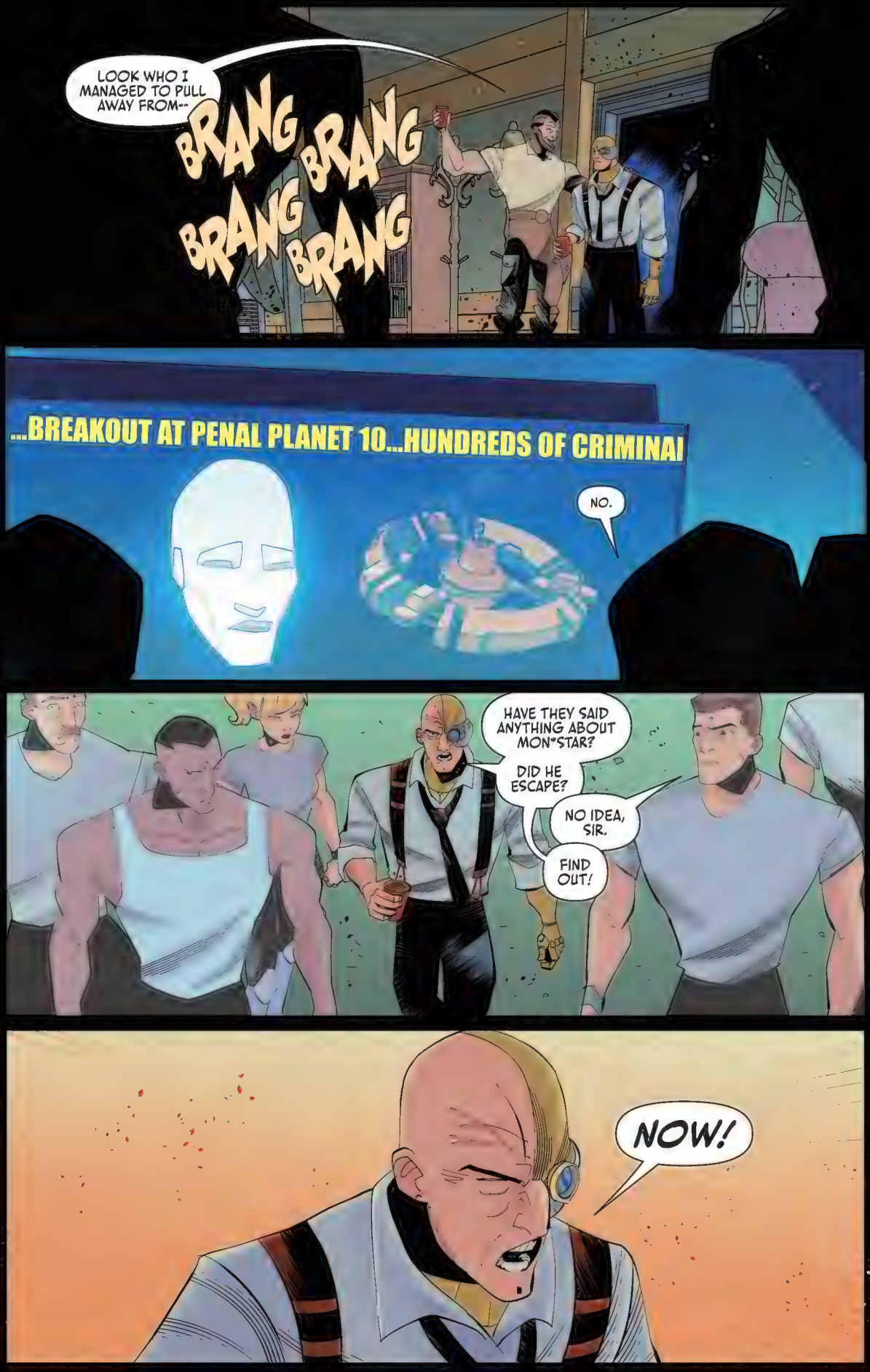

WARDEN, SIR?
OPEN THE DOOR. I NEED TO SPEAK WITH THE PRISONER.
NO ONE IS TO SEE HIM. UNDER *ANY* CIRCUMSTANCES.
AND WHO GAVE YOU THAT ORDER, GUARD?
YOU DID, SIR.
DO YOU THINK THAT WHEN I GAVE THAT ORDER, THAT I MEANT THAT I COULD NOT SEE A PRISONER IN MY OWN JAIL?
NO, SIR.
THEN I SUGGEST YOU OPEN THE CELL DOOR WHILE YOU STILL HAVE A JOB.
YES, SIR.
SHUK

SHRAK
THANK YOU, GUARD.
NO!
SHRAK SHRAK
MO-LEC-U-LAR...

...WHAT TOOK YOU SO LONG?

BEDLAMA CITY, BEDLAMA
SULKING DURING YOUR OWN RETIREMENT PARTY?

CONDOR? YOU ACTUALLY SHOWED UP.
THE LAST SILVERHAWK IS HANGING UP HIS WINGS.
THE MAN WHO TOOK DOWN MON*STAR. THE SAVIOR OF BEDLAMA.
IT'S THE END OF AN ERA, STARGAZER.
HOW COULD I MISS IT?
I'M BARELY OUT OF UNIFORM AND THEY'RE ALREADY MAKING PLANS TO DEMOLISH HAWK HAVEN.
WHAT'D YOU EXPECT?
THE SILVERHAWKS ARE RELICS.
THE ONLY THING THAT CHUNK OF ROCK IS DOING THESE DAYS IS COLLECTING DUST AND COSTING TAXPAYERS MONEY.
NOW COME ON.
THERE'S A ROOM FULL OF PEOPLE DESPERATE TO CELEBRATE THE GREAT STARGAZER.
LET THEM.


LOOK WHO I MANAGED TO PULL AWAY FROM--
BRANG BRANG BRANG BRANG
...BREAKOUT AT PENAL PLANET 10...HUNDREDS OF CRIMINAL
NO.
HAVE THEY SAID ANYTHING ABOUT MON*STAR?
DID HE ESCAPE?
NO IDEA, SIR.
FIND OUT!
NOW!

HINE ROAD DISTRICT, BEDLAMA CITY
HOW'S IT LOOKING, PARKER?
I'VE GOT HEAT SIGNATURES ON ELEVEN, ALL CONGREGATING NEAR THE CENTER OF THE WAREHOUSE.
LOOKS LIKE THEY'RE USING A SIGNAL JAMMER AND INFRA-BLOCKING TECH. I CAN'T GET EYES OR EARS IN THERE. BEYOND THAT, THERE COULD BE MORE THAT I'M NOT SEEING.
INFRA-BLOCKING TECH SEEMS A LITTLE MUCH FOR COUNTER-FEITERS.
IT DOES.
OKAY, WE'RE GOING TO HAVE TO GO IN BLIND-FOLDED.
WE'VE WORKED TOO HARD TO TRACK HARDWARE DOWN AND, IF OUR INFORMANT IS RIGHT, THERE ARE THIRTY CRATES OF WEAPONRY THAT CANNOT MAKE IT TO THE STREETS.
WE GO IN FAST, AND WE GO IN STRONG.
I WANT THEM ON THE GROUND AND IN CUFFS BEFORE THEY EVEN KNOW WHAT'S GOING ON.
IFB
AND NO CASUALTIES.
WE DO THIS CLEAN.

The moment we breach the windows...
...before my feet even touch the ground...
EVERYONE ON THE GROUND, HANDS BEHIND YOUR--
...I know...
WHAT?
...that this is wrong.

PLEASE... YOU HAVE TO HELP US BEFORE--
I've just walked my men into a trap.
BAM
SHRAK
SHRAK
SHRAK
SHRAK
YOU'D BE SURPRISED HOW CHEAP IT IS TO FEED AN INFORMANT WITH A SOB STORY AND A FALSE LEAD.
All because of my carelessness.

SHRAK
JON... LIEUTENANT QUICK...
SHRAK SHRAK
I'VE GOT YOU.
SHRAK
I'M SORRY... I SHOULD HAVE... I SHOULD HAVE SEEN. I--
SHRAK SHRAK
YOU STOP THAT.
WE'RE GETTING OUT OF THIS TOGETHER, PARKER.
YOU HAVE MY WORD.
SHRAK SHRAK SHRAK
SORRY, QUICK...
...I'M AFRAID I'M GOING TO HAVE TO MAKE A LIAR OUT OF YOU.
KLIK

KBOOM

PENAL PLANET 10
WEEOOOWEEOOO
AND THE REST OF THE PLAN?
SECURITY BREACH. SECURITY BREACH BLOCK FOUR, BLOCK FIVE, BLOCK SEVEN, BLOCK NINE.
LOCKDOWN. LOCKDOWN.
AS LONG AS HARDWARE DOES HIS PART, WE SHOULDN'T HAVE MANY PROBLEMS FROM INTERPLANETARY FORCE 8.
WEEOOOWEEOOO
I SET ALL CELLS TO OPEN ON A TIMER.
THAT SHOULD KEEP THE GUARDS OCCUPIED WHILE WE BEAT FEET.

THE DOCKING BAY IS JUST THIS WAY. WE SHOULD HURRY IF YOU WANT TO--
SETTLE YOUR NERVES, MO-LEC-U-LAR.
YOU SAID IT YOURSELF, NO ONE IS COMING.
WEEOOOWEEOOO
I'VE SPENT A HUNDRED YEARS IN THIS DAMNED PRISON.
A HUNDRED YEARS OF SUFFERING AT THE HANDS OF THESE GUARDS.
BEFORE WE GO...
WEEOOOWEEOOO
...I INTEND TO REPAY THEM THE FAVOR.

IT'S BEEN THREE DAYS SINCE MON*STAR ESCAPED FROM PENAL PLANET 10...
...AND IN JUST 72 HOURS, HE'S MANAGED TO UNLEASH A REIGN OF TERROR AND CARNAGE...
CHICK

...UNLIKE ANYTHING LIMBO HAS SEEN IN OVER A HUNDRED YEARS.
CHCK
EVERYONE WHO TRIED TO TAKE MON*STAR'S TERRITORY...
CHCK
...ANYONE WHO TRIED TO MAKE MOVES AGAINST HIS CRIMINAL ENTERPRISE...
CHCK
...IS ALREADY DEAD.
CHCK

A HUNDRED YEARS OF PENT-UP ANGER AND BUBBLING VIOLENCE ARE BEING UNLEASHED AND WE NEED TO STOP IT.
HOW?
I'D LIKE TO IMAGINE THAT I COULD GO TOE-TO-TOE WITH THAT MONSTER, BUT LOOK AT US...
...HALF OF US ALREADY HAVE ONE FOOT IN THE GRAVE.
SPEAK FOR YOURSELF, CONDOR.
HE'S RIGHT, OSPREY.
THESE DAYS, I'M HALF METAL, HALF ARTHRITIS.
SPARROW MAY BE A MESS, BUT I'M *MORE* THAN READY TO GET BACK IN THE FIELD.
NO ONE WARNED ME THAT RETIREMENT WOULD BE SO BORING.
I'M NOT CUT OUT FOR GARDENING.
I'M WITH RED-TAIL.
I SWORE I'D LAY MY LIFE DOWN FOR BEDLAMA.
NOTHING HAS CHANGED IN THE 150 YEARS SINCE.

I APPRECIATE IT, GRAY.
ALL OF YOU.
I'M NOT NAÏVE.
WE JUST *BARELY* MANAGED TO TAKE MON*STAR DOWN.
WE'RE WELL PAST OUR PRIME.
THINKING OTHERWISE IS DELUSIONAL AND WILL ONLY SERVE TO GET US AND OTHERS KILLED.
IF WE'RE NOT GOING AFTER MON*STAR, THEN WHAT THE HELL ARE WE DOING HERE?

I'VE BEEN GIVEN A NEAR-BOTTOMLESS BUDGET FROM INTERGALACTIC FORCE 8--
--TO REOPEN HAWK HAVEN AND RELAUNCH A BRAND NEW SILVERHAWKS PROGRAM.
THIS NEXT GENERATION WILL BE FASTER AND STRONGER. THEY'RE BETTER EQUIPPED AND WILL BE ABLE TO DO THINGS THAT WE COULD HAVE ONLY DREAMED ABOUT.
BUT, NONE OF THEM WILL HAVE YOUR EXPERIENCE. NONE OF THEM KNOW WHAT IT'S LIKE TO FACE A NIGHTMARE LIKE MON*STAR.
WE'VE BEEN IN THE TRENCHES.
FOUGHT THE IMPOSSIBLE AND WON.
WE NEED TO TRAIN THESE NEW SILVERHAWKS TO DO THE SAME.

SIR...
I should be dead.
I HAVE ACTIVITY ON S.H.-ONE.
The blast...
HMMM...
HIS HEART RATE IS ELEVATED.
...the heat and then...
INCREASE THE SEDATIVES. HE NEEDS MORE TIME TO FULLY HEAL.
HE'S BEEN THROUGH A LOT AND I DON'T WANT TO SHOCK HIS SYSTEM.

...here.
THUMP
I don't understand...
KRSSSH
...where am I?
NGGGGH...
What is this place?
WHAT...

...HAPPENED TO ME?
NEXT ISSUE: BLUEGRASS AND HOTWING NIGHT AT THE STARSHIP CASINO

NEXT ISSUE:

After the escape of notorious mobster Mon*Star torpedoed Stargazer's retirement plans, the erstwhile commander of the SilverHawks is scrambling to get his moribund program of cybernetically enhanced agents back on track. But the crime lord's prison break has given evildoers across the galaxy a head start over the forces of law and order - as Bluegrass and Hotwing find out when they discover Mon*Star meeting with their own employer, Poker-Face!

As the two desperately race to escape Poker Face's enforcers and inform the SilverHawks of his treachery, Stargazer faces a bigger challenge - convincing a traumatized Quicksilver to join the newly revived team!

THUNDERCATS: LOST EXPANDS THE SMASH-HIT FRANCHISE WITH ALL-NEW CHARACTERS AND STORIES! AUTHOR ED BRISSON BREAKS IT DOWN

Ed, when you were working on the *Apex* special for our *ThunderCats* line, we aready grilled you a bit about your history and attachment to the franchise overall. But for those checking out this new series, can you speak a bit about your love for this world and characters?

ThunderCats was part of that power hour of incredible back-to-back cartoons with *SilverHawks* that came on at four o'clock. I was a latchkey kid who'd come home directly from school and mainline TV until my mom would come home and peel me away. We only had a few of the toys, but I followed along with the comic series that Marvel was putting out at the time and always caught the animated series during reruns.

On that note, you're reuniting for an extended stretch with artist Rapha Lobosco, who drew *Apex*. What's it like working with him again and carrying forward the momentum you built together in the *ThunderCats* world?

It's been great! I love working with Rapha.Behind the scenes, we pretty much rolled right from *Apex* into *ThunderCats: Lost* as these were projects that were offered to us at the same time. We didn't want to lose the momentum we had going from *Apex*.

Rapha is the type of artist that I love working with. He's incredibly collaborative and we're in near constant contact to discuss story and characters, shooting ideas back and forth. The thing I love most about writing comics is collaborating with artists, and when you're teamed with an artist who is as excited about the project as you are and wants to ensure that you both pour yourselves into it, it's a special sort of magic.

The initial *ThunderCats* series from Declan Shalvey and Drew Moss is still marching along, so we must ask, how do you kind of see the differentiation between it and your own *Lost*? We're told that this title will feature a wholly separate core cast as well as characters that haven't previously been in the spotlight much, and that in a way it's a bit like a "Suicide Squad" of the *ThunderCats* world, whereas the main series would be closer to their "Justice League."

The Suicide Squad vs. Justice League comparison is a good one, I think. The two teams have two very different approaches to their missions — even if both have the same goal of trying to ensure the survival of Thunderians.

There are parts that are tough to talk about without wading into spoiler territory, so I'm erring on the side of caution here. What I can say is that the *ThunderCats: Lost* team has set out with the intention of founding a new home for the Thunderians, but there are some very key differences in their mission that even the *ThunderCats: Lost* team is not aware of. They carry a pretty large burden in the form of secret cargo that would ensure the survival of their kind — but that cargo has slipped through their fingers.

The world that the *ThunderCats: Lost* team have ventured into is, in a lot of ways, very different from where our mainline ThunderCats are, and the trials and tribulations that they face as a result are very different —though just as deadly. The lifestyle, technology, and culture of the world they've touched down on is more tech and less magic based, and is heavily militarized. They do not like cats, and are hellbent on ridding the planet of these new interlopers. The villains they face will be familiar to *ThunderCats* fans, but, again, you'll have to read to find out just who!

Eagle-eyed returning fans of *ThunderCats* will recognize some of the characters in *Lost*, such as Bengali, Pumyra, and Lynx-O. But there are also going to be some new characters in the series, including Neko and Ligon. Can you talk a bit more about the cast and bringing your own additions to the franchise?

Bengali, Pumyra, and Lynx-O were all second-season additions on the original animated series. Their origin in our series will vary from their origin in the cartoon, while still maintaining some similarity. Who they are hasn't changed, but the thrust of their mission has. In the original series, they were Thunderans who were prevented from leaving on the same ship as the ThunderCats and seemingly doomed before being rescued by Berbils. In *ThunderCats: Lost* they have a larger, more important role that's directly tied to the survival of all Thunderans — a role that connects both the *Apex* one-shot and the ongoing *ThunderCats* book, but with a bit of a twist.

Joining them on this mission are two new characters: Neko and Ligon. Rapha and I spent quite a bit of time developing these two characters, and I've fallen in love with both of them. Neko is a snow leopard who may be smaller than the rest of the crew but is probably the fiercest ThunderCat to date. She's a skilled warrior and killing machine who tries to solve every problem with violence. Ligon, on the other hand, is a Liger (half lion, half tiger). Ligers are the offspring of a male lion and a female tiger, and since growth inhibitors are passed on by lion mothers and tiger fathers, Ligers don't have them. As a result, they're prone to gigantism. Ligon is no exception. He's the giant of the team. A brutal menace on the battlefield who has no need for weapons beyond his fists. When not in battle, he's kind and caring. He's the heart of the team, always compassionate (sometimes to a fault), whereas Neko tends to be more impulsive and reckless.

Not too long ago, you were popping in as a guest creator for the franchise with *Apex*. Now, just a few short months later, you're going to be juggling two ongoing titles with *ThunderCats: Lost* and the sister series *SilverHawks*. Can you talk about the overall passion you have for these books, the collaboration with folks like Declan and editor Nate Cosby, and bringing all these fun stories to the fans?

As I mentioned above, these series were part of my childhood. I loved the whole Rankin-Bass *oeuvre*, and being able to contribute to the lore on just one book is incredibly exciting — being on two feels like I won the Lotto. It's a real honor to be playing such a big role in the expansion of this world, and it's something I've been taking very seriously.

Nate, Declan, and I have an ongoing chat where we've been hashing out plans for the books going forward. There's a lot of care and effort going into ensuring that these books all feel both unique and as though they're part of the same larger universe. It's a tough balance to achieve, but it has been a deeply rewarding experience. Nate and Declan were the ones who came up with an idea to expand the ThunderCats universe with this new book, and they came to me with some ideas already in place but were open to what I wanted to bring to the table to help make it its own thing. I know I said it once already, but the thing I love most about making comics is the collaboration with other creators, and with this expanded universe, between Rapha, George (on *SilverHawks*), Nate, and Declan, I'm being spoiled with it.

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COVER E
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COVER F
ART BY
LEIRIX LI

COVER G
SILVERHAWKS
SYMBOL

COVER H
ART BY
MANIX

GOVER I
SILVER FOIL
SILVERHAWKS
SYMBOL

COVER J
SILVER FOIL
SILVERHAWKS
SYMBOL VIRGIN

COVER K
FOIL
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LUCIO PARRILLO

COVER L
FOIL
VIRGIN ART BY
LUCIO PARRILLO

COVER M
BLANK AUTHENTIX

COVER N
PREMIUM METAL
COVER
SILVERHAWKS
SYMBOL

COVER O
PREMIUM METAL
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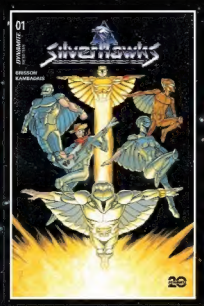

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INCENTIVE FOIL
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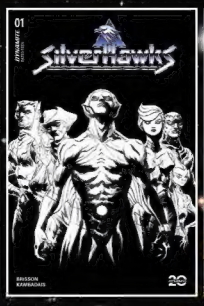

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COVER ZH
GOLD FOIL
SILVERHAWKS
SYMBOL VIRGIN

COVER ZI
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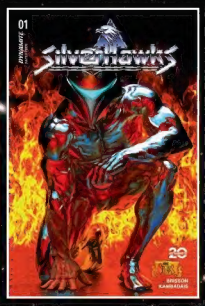

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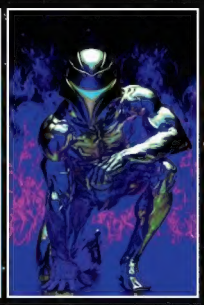

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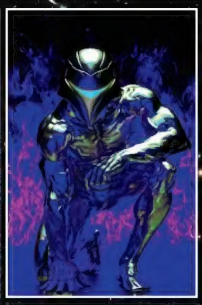

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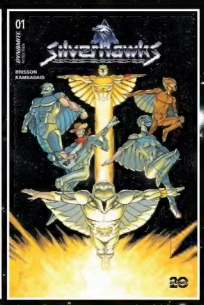

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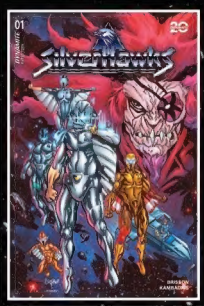

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